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Nintendo®

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NES-RC-GBR

RAD RACER™*

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and do not meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

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"CAUTION: This Game Pak can only be used with the Nintendo Entertainment System MATTEL VERSION or NES VERSION."

Thank you for selecting the Nintendo® Entertainment System™ Rad Racer™* Pak

OBJECT OF THE GAME/GAME DESCRIPTION

As the last traces of color leave the sky you're hanging out by your new wheels, anxious for the race to start. Transamerica – from the West Coast to the East Coast. Okay. It's time. You jump into the driver's seat, feeling the awesome power beneath you. Stepping through the gears, the cars around you fade into tiny specks in the rear view mirror.

Look out! You're on top of a hairpin curve. Whoa. The tires screech and your heart hits your rib cage, but you make it, laughing. There's only a few more of these 'till you reach the plains.

Then it happens. Another curve hits you in the face. It's too fast. You struggle for the shoulder, but the next thing you know you're catapulting through the air – almost weightless – until your body tears up against the seat belt. Then. All is still.

Not a scratch on you. And the protective ceramic overcoating on your car did the trick – no major damage. You let out a scream, turn the car around, and hit it. There's still time. But you've got to be cool. Alert. You're headed straight for the coast and those glorious checkered flags. Defying the odds again.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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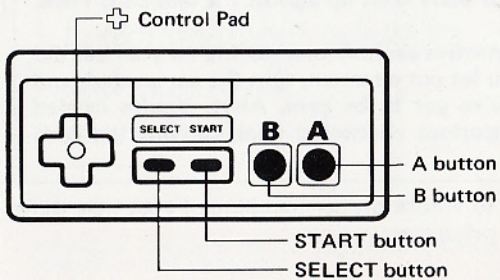
1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1



Controller 1 – Used for all games
Controller 2 – Not used

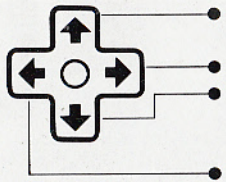
A button: Accelerate

This button increases the speed of your car.

B button: Brake

This button decreases the speed of your car.

Control Pad



- Used to cut in the turbo. When you exceed 100 km/h and press this, the car will accelerate beyond its normal speed.
- Used to control your car.
- Used for background music selection. Four different variations can be selected: one of three melodies, or no melody. It can also be changed mid-game.
- Used to control your car.

SELECT button

At start of game ... This button is used to select the type of car (328 Twin Turbo or FI Machine).

In mid-game ... This button is used to change the screen mode.

* The screen is normally in the regular play mode, but when you use the red/blue 3-D glasses provided and press this button, it changes to the red/blue 3-D play mode. Pressing the button again changes it back to the regular play mode.

START button

This button is used to start a game. You can continue your last game by pressing the START button while pressing the A button.

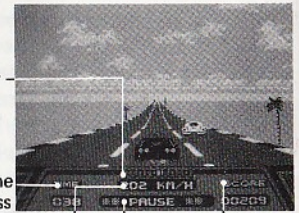
Pause:
If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

3. HOW TO PLAY

Winning Strategies

- **Familiarize yourself with each road course.**
- **Never forget the limits of your car.**
- **Don't fail to notice the "Curve" signs.**
- **Competitors can become allies, depending on your technique.**
- **Be prepared for any kind of accident.**

Screen Layout



Techniques

- **Turbo**

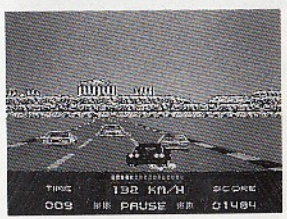
When the speedometer tops 100 km/h, the powerful turbo increases acceleration.

- **Slipstream**

This is an effective way to protect your car from being attacked by a competitor by aligning it exactly behind his car.

- **Out/In/Out**

This technique lets you take corners at faster speeds by driving first on the outer edge, then cutting in straight across the inner edge, and finally returning to the outer edge.



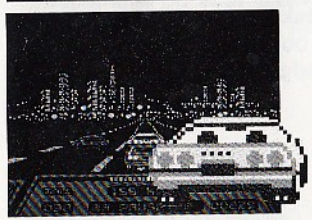
- **Touch and Turn**

With this highly advanced technique, you hit a competitor's car, get flipped and thrown in the air, and use this to your advantage.

Stages and Characters

Stage 1

- You drive from midday to twilight to dawn, under a vividly changing sky.
- A VW bug enters the course.

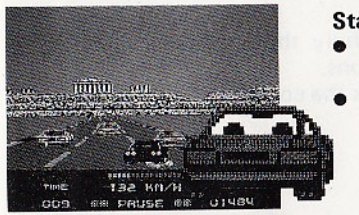


Stage 2

- This is a night drive towards the night skyline of San Francisco.
- A Corvette enters the course.

Stage 3

- You maneuver through a stretch of majestic, rocky mountains.
- A Citroën enters the course.

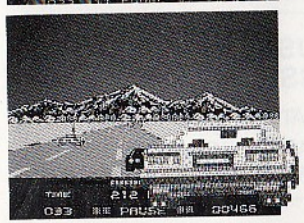


Stage 4

- The course is space-warped to Athens, with its famous white temples.
- A Mercedes Benz enters the course.

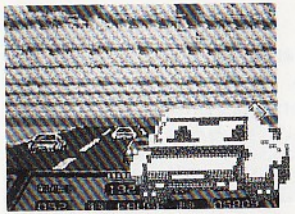
Stage 5

- You race under a night sky towards sky-scrapers.
- A Lamborghini enters the course.



Stage 6

- This stretch runs through the Rocky Mountains.
- A Lotus enters the course.



Stage 7

- You drive carefully through quickly changing weather conditions.
- A Porsche enters the course.

Stage 8

- The race concludes with a special course at dawn along a coastal highway.
- A Testarossa enters the course.

IMPORTANT TIPS ON THE USE OF THE RED/BLUE 3-D GLASSES

- PLEASE LIMIT CONTINUOUS PLAY TO APPROXIMATELY 15 MINUTES.
- DURING 3-D PLAY, IF YOU FEEL YOUR EYES ARE BECOMING TIRED, DISCONTINUE PLAY UNTIL YOUR EYES ARE COMPLETELY RESTED.

MEMO

MEMO

MEMO

MEMO

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